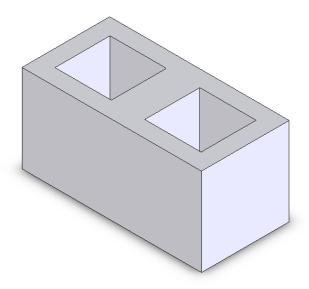


Cavity Block Exercise



Prerequisite Knowledge Creating a Part, Saving a Part, Creating a Sketch, Drawing Lines, Automatic Relations – Vertical, Horizontal, Coincident. Smart Dimensioning, Extruded Boss/Base (Blind End Condition).

Focus of the Lesson

On completion of this exercise you will have used:

- Sketch rectangle
- Centre line
- Equal relations
- Sketch mirror
- Extruded Boss/Base
- Extruded Cut

Commands Used

Rectangle, Centreline, Add Relation, Sketch Mirror, Extruded Boss/Base and Extruded Cut.

Getting Started

New Part

Create a new part. Save the part as *Cavity Block* in your chosen location.



Getting started

Where to start?

The first feature is the main part of the block and we will then remove the two cavities.

L

Choosing a plane

Select **Top Plane** from the manager tree.

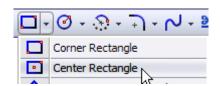
When you select the top plane four options will appear over the Top Plane. Select the sketch icon from this list of options.

To view the sketch toolbar press S on you keyboard.



Creating a sketch

Click the drop down arrow beside the **Rectangle** command, now select the **Centre Rectangle** command.

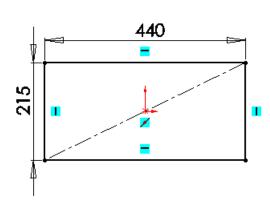


create a sketch of the rectangle using the origin as centre.

Dimension Sketch

Select **Smart Dimension** from the sketch toolbar to dimension the sketch

Smart dimension the sketch to The values shown.





Zoom to Fit

Press **F** to resize the view to fill the screen.

Exit the sketch.



Creating the feature

Press S on the keyboard and then choose

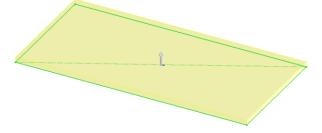
Extruded Boss/Base from the Features Toolbar.



End Condition = **Blind**

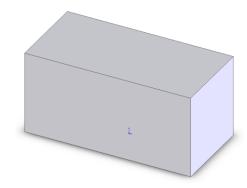


Depth = 215mm



Click **OK** button \checkmark to create the feature.







Renaming a feature

Select the Extrude feature in the Feature Manager Tree. Press F2.



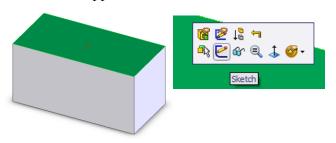
Type the new name *Block* to replace it.

Creating the Cavities

Sketching on a Face

Any face of a model may be used to generate a plane to contain a sketch.

Select the top face of the block. Then select the sketch icon from the List that appears.



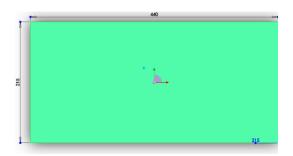
Design & Communication Graphics



Change View

From the options on the top of the graphics area select the View orientation icon and select **Normal To**. This allows us to look in on the surface at a 90 degree angle.





Create a new Sketch

To create a new sketch select the sketch icon from the

List on the chosen surface.

Then Press **S** to view the Sketch toolbar.

From the sketch toolbar Select centreline from The line command.

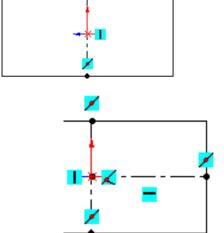




Draw a line from the midpoint of the horizontal lines.

The midpoint is automatically located when the cursor hovers over the required line.

Draw a second centreline from the origin to the midpoint of one of the vertical lines.



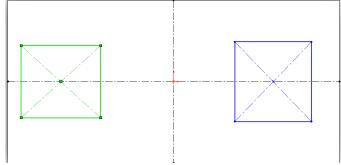


Rectangle Command

Press S and select the Centre Rectangle Sketch command and draw 2 rectangles

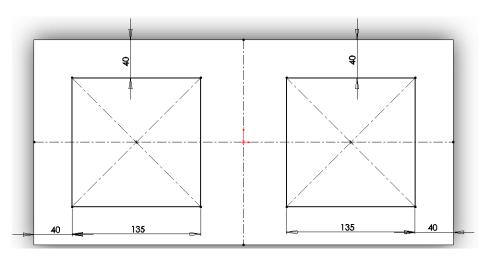
On the centre line.

Press ESC on your keyboard



Dimension sketch

Dimension the sketch using the dimensions shown.



Exit Sketch.

Isometric View

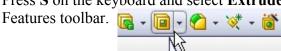
Select Isometric from the View Orientation toolbar.





Cuts a solid model by extruding a sketched profile in one or two directions.

Press S on the keyboard and select Extrude Cut from the





🔳 Extrude

Direction 1

From

× 60°

Sketch Plane

Through All

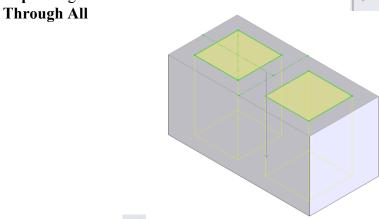
Cut Extrude Feature Settings

End Condition = Through All

Through All End Condition

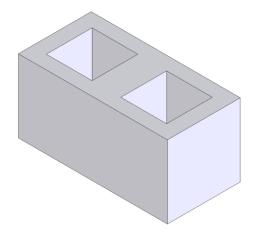
This type of end condition always cuts through the entire model no matter how far.

Depth is ignored because the Extruded Cut is



Click **OK** button do create the feature.

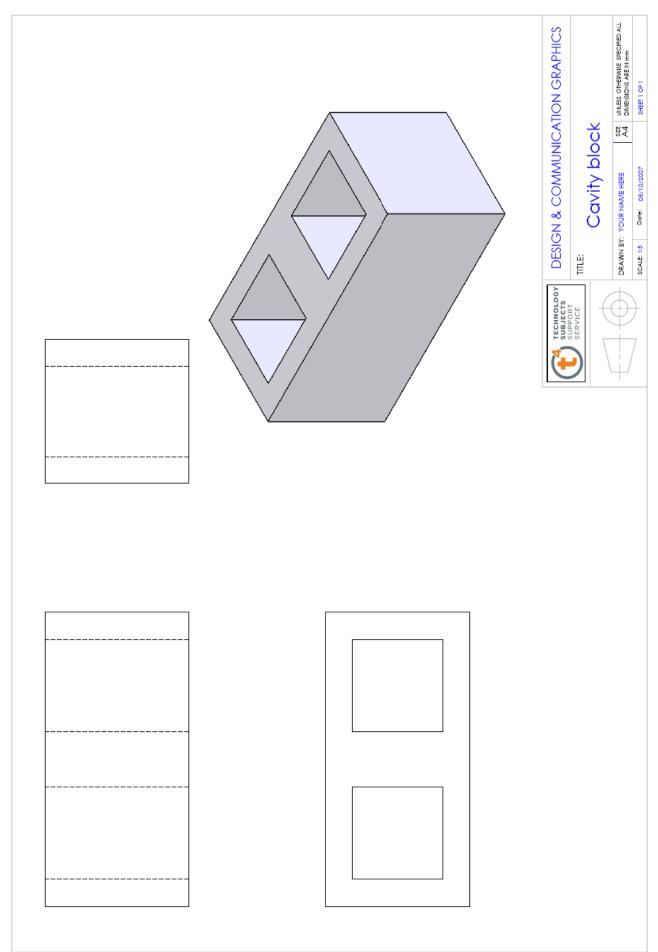
Completed feature



Renaming a feature Rename it *Cavity*

Save and close Click Save to save your work and click File, Close to close the part.







Exercise Complete!